

SONIC

THE COMIC

£1.20 • No 92
10 DECEMBER 1996
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC

AT FULL
BLAST!

NEW
STORY

HEAD
IN THE
CLOUDS!



SONIC 3
Q ZONE -
HOW TO BEAT THE
BOSSES!

SATURN REVIEWS -
DISC WORLD!
VIRTUA FIGHTER KIDS!

GRABBER BADNIK
PIN-UP!

PLUS DECAP ATTACK, CAPTAIN PLUNDER & MORE!

CONTROL ZONE



Hey, Boomers,

STC's almost in festive mode, but before we count-down to Crimbo, allow me to reveal what's in this issue...

Sonic and Charmy Bee find themselves under attack by Vesper and his Wasp Marauders in the final part of The Hive.

Proctor Speckle is causing Captain Plunder major grief since going overboard in Shanghaied.

Doctor Robotnik is still scheming to launch more trouble in Head in the Clouds, and mad Mick C McTosis produces another shock for Decap Attack fans in The Legend of Mr Cuddle Bunny.

Plus, there's the usual goodies, including two Saturn reviews, the Sonic 3 Q Zone reaches the 'How to beat the bad Boss' stage, and last but not least, there's a Grabber Badnik Pin-up!

See you all in a fortnight Boomers, when STC orbits into a festive-type atmosphere.

Megadroid

COOL PATCH COMPO WINNERS!

The following 80 Boomers, as hand picked by Megadroid, completed the saying which was sent to tease you back in STC 81's Cool Patch Compo...

"A stitch in time saves nine".

Stephen Bell, Glasgow, Scotland.
Andrew Bolton, Glasgow, Scotland.
Alex Belverstone, South Ockendon, Essex.
Nick Bench, Heysham, Lancashire.
Scott Band, Salcombe, Devon.
Jason Bruce, Scarborough, N. Yorkshire.
Neal Brunsdon, Basingstoke, Hants.
Andrew Burton, Banstead, Surrey.
Paul Byers, Girvan, Ayrshire, Scotland.
Grace Callaghan, East Kilbride, Scotland.
Adam Cashin, Milton Keynes.
Sam Clamp, Bolton.
Robert Cooper, Belfast, N. Ireland.

Aran Dason, Canterbury, Kent.
Scott Davison, Totton, Hants.
Harry Dawson, Dereham, Norfolk.
Martin Delahanty, Mollisavrat, Co. Kilkenny, Rep of Ireland.
Andrew Di Francesco, Accrington, Lancs.
Thomas Dodd, Marston Mortaine, Bedford.
Sbosa Donovan, Dumfries, Scotland.
Sean Downey, Glasgow, Scotland.
Christopher Eaves, Newcastle, Staffs.
Simon Fielding, Glossop, Derbyshire.
Alasdair Ferguson, Renfrew, Scotland.
Gerard Foley, Kinsale, Co. Cork, Rep of Ireland.
Adam Franklin, Edmonton, London.
Emma Goodman, Carlisle, Cumbria.
Richard Goodyear, Wrexham, Wales.
Andrew Gordon, Nuneaton, Warwickshire.
David Gray, Edinburgh, Scotland.
Allstair Green, Chisle, Cheshire.
Michael Hart, Morris Green, Liverpool.
Elise Harrison, Weymouth, Dorset.
Philip Heckles, Seaham, Co. Durham.
Matthew Hatnes, Christchurch, Dorset.

Craig Herman, Kingsway, Bath.
Kyle Hobbs, Anley-Heights, Colchester.
Kyle Jeffs, Stoke, Coventry.
Robbie Jenkins, Moxley, Birmingham.
Matthew Lewis, Ludlow, Shropshire.
Luke Littleboy, Stowmarket, Suffolk.
Todd Marsh, Cheltenham, Gloucester.
Daniel Martin, London.
Michael Mason, Hyde, Cheshire.
Patrick Masters, Copnor, Portsmouth.
Riccardo Mito, Glasgow, Scotland.
David Mitchell, Deetide, N. Wales.
Martin Moore, Irvine, Ayrshire, Scotland.
Adam Nicholson, Cotgrave, Notts.
Oliver Paoe, Saxmoundham, Suffolk.
Amy Patterson, Brandon, Durham.
Daniel Pitts, Grays, Essex.
Mark Plant, Plymouth, Devon.
Kyle Rae, Anfield, Liverpool.
Carl Ranshaw, Bodlington, Northumberland.
Christopher Ramwell, Farnworth, Bolton.
Mark Read, Norwich.
Gary Rivers, Wells, Somerset.
Shaun Roberts, Stoke-on-Trent, Staffs.
Andrew Robinson, Rainham, Essex.

John Sadler, Longframlington, Northampton.
Graham Simpson, Worksep, Notts.
Glen Smith, Harlow, Essex.
Samuel Smith, Rayleigh, Essex.
Brian Spence, Kinross, Scotland.
Phillip Stocks, Arkley, Herts.
Matthew Strong, Exeter, Devon.
Phillip Taylor, Congrebury, Somerset.
Sam Taylor, Fraserburgh, Scotland.
Simon Tebay, Barrow-in-Furness, Cumbria.
Oliver Vale, Finton, West Sussex.
Thomas Wake, Bassett, Southampton.
James Walker, Leeds, Yorkshire.
Alex Wheelton, Blackpool, Lancashire.
Benjamin White, Templecombe, Somerset.
Greg Wilson, Glasgow, Scotland.
William Windsor, Sheffield, S. Yorkshire.
James Womack, Newton Abbot, Devon.
James Younger, Throckley, Newcastle upon Tyne.
Alexander Zapelowski, Derby.

Well done to the aforementioned who each win a Sonic 2 Jacket Patch.

SEGA

COMPILED BY
ChartTrack
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↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ↑ ROAD RASH 2
- 2 ↑ DESERT STRIKE
- 3 NEW LOTUS TURBO CHALLENGE
- 4 ↓ FIFA SOCCER '96
- 5 ↑ TOY STORY
- 6 ↓ MICRO MACHINES 2
- 7 ↓ SONIC AND KNUCKLES
- 8 ↓ WORMS
- 9 ↓ BRIAN LARA CRICKET '96
- 10 NEW DISNEY COLLECTION

SATURN

- 1 ↑ EXHUMED
- 2 ↓ NIGHTS
- 3 ↑ ATHLETE KINGS
- 4 ↓ ALIEN TRILOGY
- 5 ● DESTRUCTION DERBY
- 6 ● SEGA RALLY
- 7 ↑ VIRTUA FIGHTER 2
- 8 NEW SPACE HULK VOTEA
- 9 ↓ VIRTUA COP
- 10 RE FIFA SOCCER '96

MEGA-CD

- 1 ● BRUTAL: PAWS OF FURY
- 2 ↑ TOMCAT ALLEY
- 3 ↑ SOULSTAR
- 4 RE ROAD AVENGER
- 5 RE SILPHEED
- 6 RE SONIC CD
- 7 RE POWERMONGER
- 8 ↓ B.C. RACERS
- 9 ↓ THUNDERHAWK
- 10 ● EARTHWORM JIM

GAME GEAR

- 1 RE MICRO MACHINES 2
- 2 RE DYNAMITE HEADDY
- 3 ● SONIC THE HEDGEHOG
- 4 ↓ COLUMNS
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 ↓ THE LION KING
- 7 RE TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ SONIC THE HEDGEHOG 2
- 9 RE SONIC: TRIPLE TROUBLE
- 10 ↓ STAR TREK: GENERATIONS

- EDITOR: Deborah Tate
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- CONSULTANT: Richard Burton

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SONIC THE HEDGEHOG

The Hive

Part 2

Script: NIGEL KITCHING
Art: ROBERTO CORONA
Colouring: STEVE WHITE
Lettering: TOM FRAME

CHARMY BEE HAS BEEN CALLED BACK TO THE HIVE TO FACE HIS MOTHER, THE QUEEN.

BUT BEFORE THE QUEEN CAN FINISH TELLING OFF HER SON...

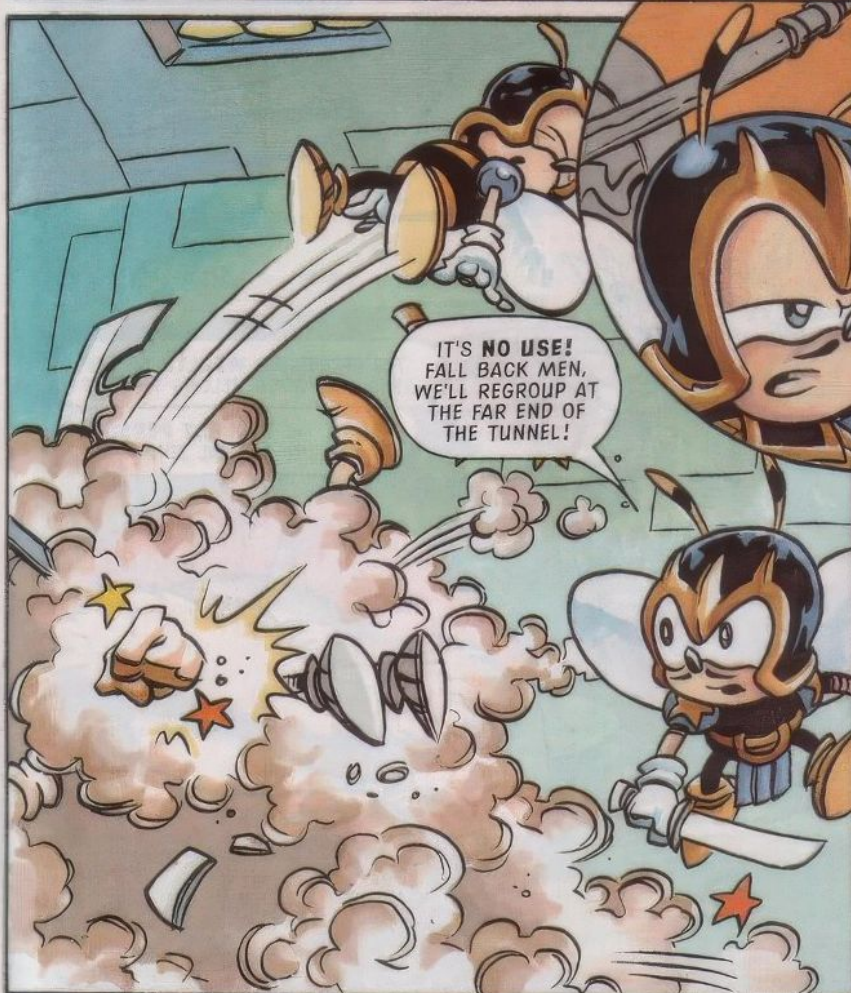
YOUR MAJESTY, IT'S VESPER AND HIS WASP MARAUDERS... THEY'RE ATTACKING THE HIVE!

ATTACK!
ATTACK!

NOW WE'VE CAUGHT THEM OFF-GUARD, **NOTHING** CAN STOP US FROM INVADING THE HIVE!

THE INCREDIBLE **WEALTH** OF THE BEES WILL SOON BELONG TO ME!

I'LL BE THE **RICHEST PERSON** IN THE SPECIAL ZONE!



YOUR MAJESTY,
I BRING **GRAVE NEWS**
FROM THE BATTLE!

TELL ME
THE **WORST**,
CAPTAIN!

THE WASPS ARE
INSIDE THE HIVE!

WE ARE HOLDING THE MAIN WASP
ARMY AT BAY, BUT VESPER AND A
FEW OF HIS MEN HAVE ALREADY
BROKEN THROUGH!

YOUR
MAJESTY,
YOU MUST
**LEAVE...
AT ONCE!**

**LEAVE
THE HIVE?
NEVER!**

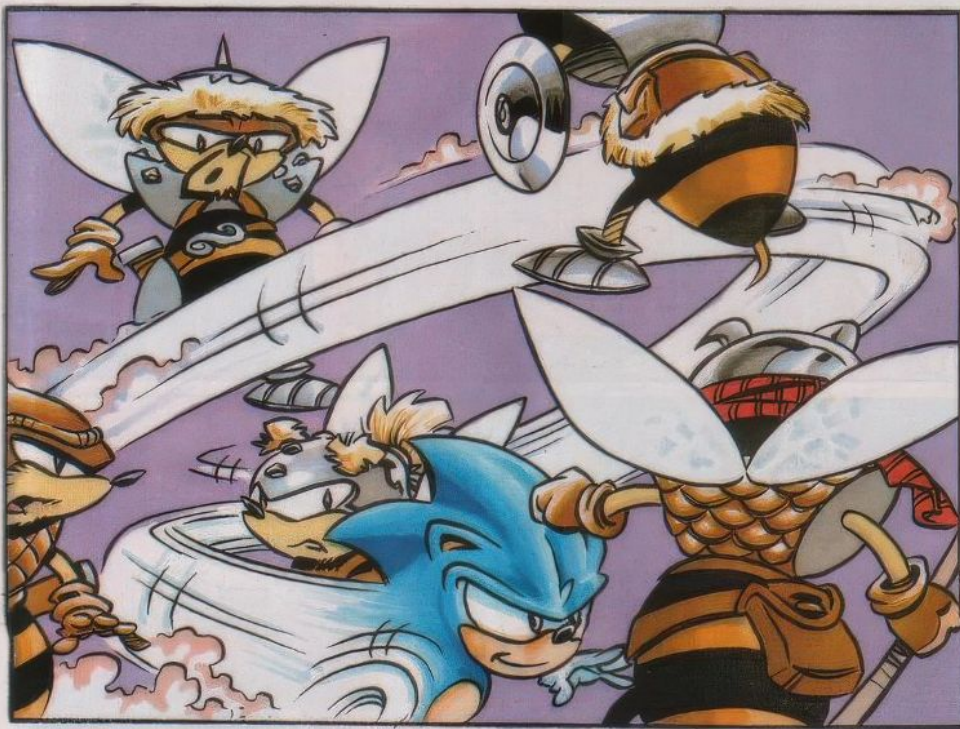
HE'S **RIGHT...**...
THIS IS THE FIRST
PLACE VESPER WILL
HEAD FOR!

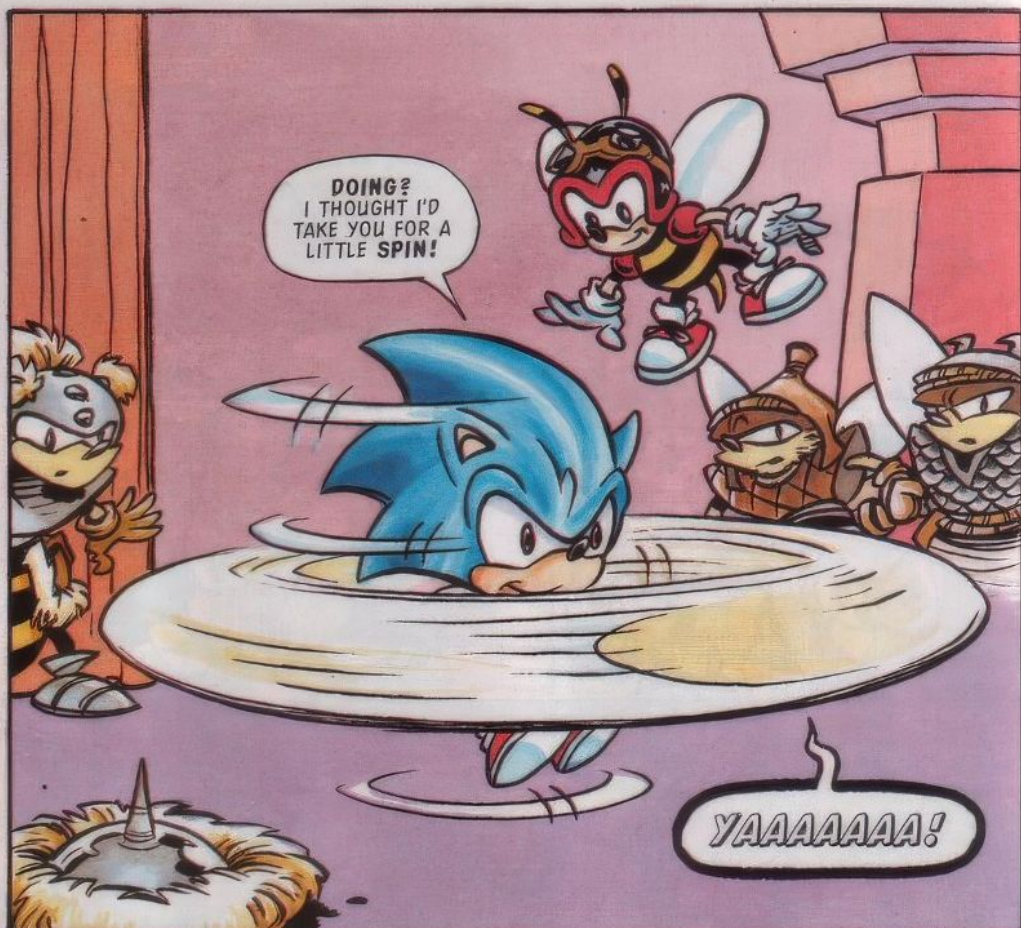
TOO LATE, QUEENIE...
THE HIVE HAS A
NEW RULER!

VESPER, HERE IN
THE THRONE ROOM.
UNTHINKABLE!

THERE'S **NOTHING** WE
CAN DO, JUST LOOK AT THE
WEAPONS THEY HAVE...
OH DIDDLY-DEARY ME!

WEAPONS?







YOU HAVE MADE THE RIGHT DECISION... PERHAPS WE WILL GO EASY ON YOU, ALTHOUGH I WOULDN'T COUNT ON IT!

ER, ANY SIGN OF A PLAN YET, SONIC?



A PLAN? SURE I HAVE A PLAN!

EVERYONE GRAB HOLD OF SOMETHING!



WHAT'S HE UP TO?

JUST DO AS HE SAYS, YESSIREE-BOB!



HUH, WHERE'S THAT WIND COMING FROM?



AAAAAAGH!

IT'S A HURRICANE... BUT THAT'S IMPOSSIBLE!



IF THIS DOESN'T WORK, WE'RE GOING TO HAVE A HIVE FULL OF VERY ANGRY WASPS!



YAAAAAA!

AAAAAAAAGH!



SEAL THAT TUNNEL OFF BEFORE THE WASPS HAVE A CHANCE TO REGROUP!

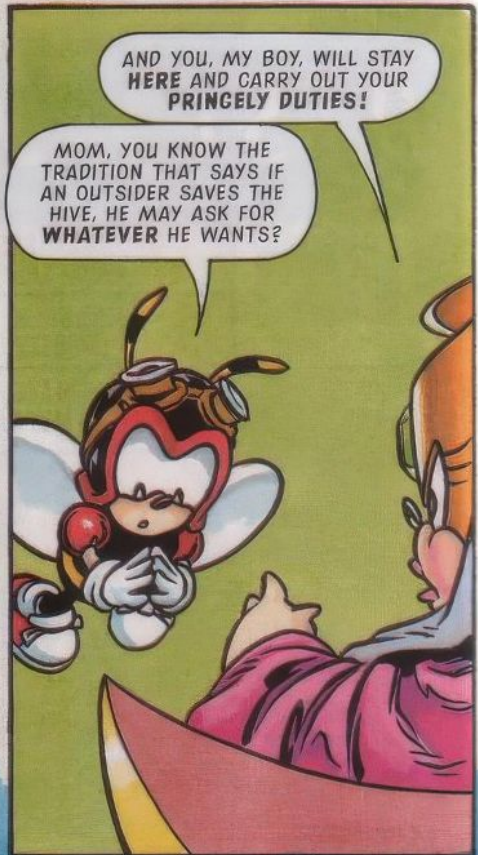
YOU BET, SONIC! THOSE WASPS WON'T CATCH US OFF-GUARD A SECOND TIME!



AND SO, ONCE THE HIVE HAS BEEN MADE SECURE...

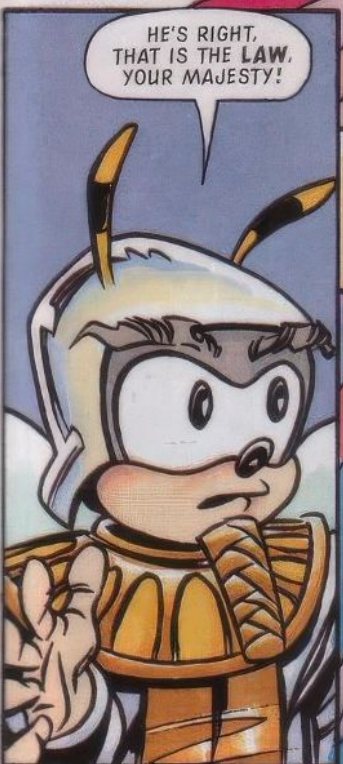
WELL, YOUR MAJESTY, IT'S BEEN FUN BUT I THINK I SHOULD BE RUNNING ALONG NOW!

COME BACK WHENEVER YOU WISH, SONIC. YOU WILL ALWAYS BE **WELCOME** IN THE HIVE!



AND YOU, MY BOY, WILL STAY HERE AND CARRY OUT YOUR PRINCELY DUTIES!

MOM, YOU KNOW THE TRADITION THAT SAYS IF AN OUTSIDER SAVES THE HIVE, HE MAY ASK FOR **WHATEVER** HE WANTS?



HE'S RIGHT. THAT IS THE **LAW**, YOUR MAJESTY!



CHARMY, DON'T **EVER** TELL CHAOTIX THAT I ASKED THE QUEEN TO ALLOW YOU TO COME BACK WITH ME!

WHY... BECAUSE YOU'RE TOO **MODEST**?

NO, BECAUSE IF THEY FIND OUT, THEY'LL PROBABLY **KILL ME**!



NEXT ISSUE: A CHRISTMAS WISH!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALSville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

DISCWORLD

Reviewed by Chris Jones.



SATURN

GAME TYPE: **ADVENTURE**
PLAYERS: 1

PUBLISHER: **PSYGNOSIS**
PRICE: **£39.99**

RELEASE DATE: **OUT NOW**
AGE SUITABILITY: **ALL**

A cosmic turtle, giant dragons, warlocks, wizards and a walking suitcase! These mystical and weird characters come straight from the far out imagination of writer, Terry Pratchett. The quirky, off beat characters that fill the pages of *Discworld's* series of books have a huge following, and now they've been brought to life for your Sega Saturn.

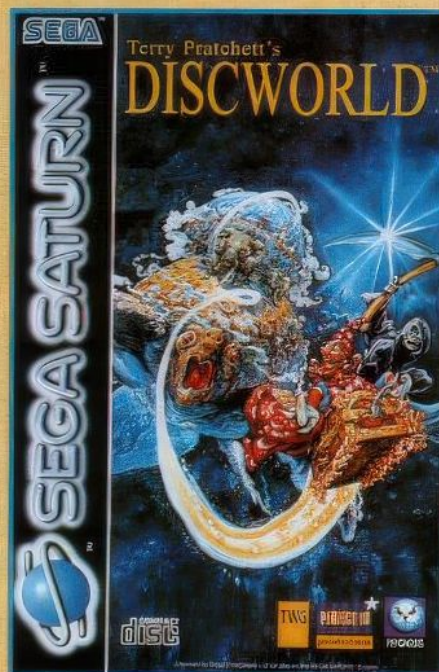
Discworld is the first licensed adventure game for the Saturn system. It follows the point and click format like the famous adventure game, *Monkey Island*.

The game takes place in a sealed dome universe which is balanced on the back of a cosmic turtle! You take the role of Rincewind, an apprentice wizard from the so-called Unseen University in the city of Ankh-Morpak. All you have to do is save the city from a giant dragon. However, your quest is not an easy one as there are puzzles and riddles to solve.

The game is spread over four Acts with each one presenting many problems that need to be conquered. For instance, how do you get the staff or get hold of the gold tooth from the Dunnyman? To complete this game you need to interact with a lot of different characters, such as a chimney sweep, a thief, a fishmonger and a fool. These characters have familiar voices in that famous actors have supplied them; Tony Robinson (*Blackadder's* Baldrick) and Eric Idle of *Monty Python* (ask a hume-oldie) fame are

just two that I recognised.

The graphics on *Discworld* are good but nothing spectacular. If you like point and click



adventures then you will be satisfied with the gameplay. Some of the puzzles need patience and deep thought to solve, but the humorous characters make it easier not to get frustrated with this type of game. It's a good adventure yarn with equally good animation

and speech effects. If you like adventures it will certainly keep you busy.

FINAL COUNTDOWN

RAVES

Great for adventure game lovers.



GRAPHICS **86**

SOUND **87**

GRAVES

Frustratingly slow.
A problem for beginners.



PLAYABILITY **82**

OVERALL **85**

VIRTUA FIGHTER KIDS

Reviewed by Chris Jones.

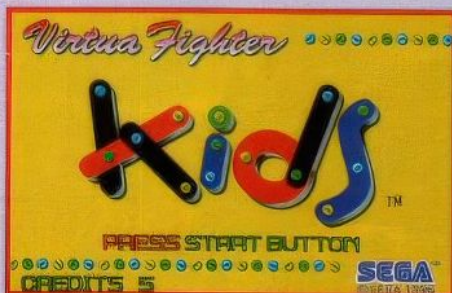


SATURN

GAME TYPE: BEAT 'EM-UP
PLAYERS: 1-2

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Virtua Fighter was the game that helped launch the Saturn. This ace fighting game produced a sequel in Virtua Fighter 2, which also shot out of the shops super fast. Now, a young upstart of a game looks set to steal the fighting crown on the Saturn and it is quite literally the younger sibling of these two games.

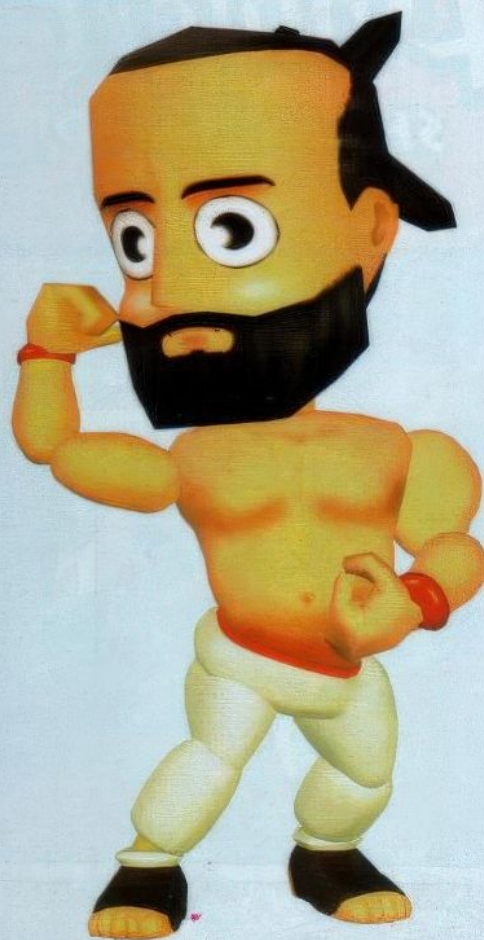
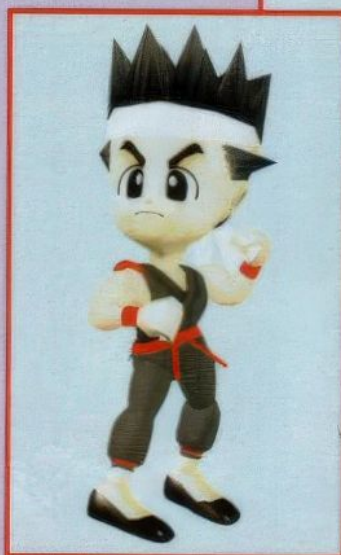
Virtua Fighter Kids comes from the same programming team that bought you the first two games, but it comes with a twist. Using the same three button Guard-Punch-Kick fighting system developed for instinctive gameplay, you get to fight with - kids! These fighters have huge heads but are just as deadly, just as aggressive and just as fun to fight with.

The programmers have made the game 20% faster as well as adding extra features including new music, new sets and excellent victory celebrations.



For example, when Jeffery McWild a pint sized bearded bad man is either selected to fight or wins a contest, his eyes well up with tears! Jeffery is just one of the ace new VFK characters. Others include, Shun Di who fights like a drunk Kung-Fu master, and Kagemaru, the deadly Ninja with a wicked head-butt drop attack.

The game contains loads



of information on each fighter and because of their gigantic heads, their fighting style has been tweaked accordingly. This 'big-headed factor' affects the balance of each fighter, so their combos must be put together with this in mind.

Virtua Fighter Kids really kicks, its graphics and animation are original and detailed and the gameplay is excellent, improving on previous VF games. This packs a punch that's as big as the heads!

FINAL COUNTDOWN

RAVES

Those kicks
are fast as
lightning!



GRAPHICS 95

SOUND 85

GRAVES

I'm still
looking!



PLAYABILITY 95

OVERALL 95

CAPTAIN Plunder

SHANGHAIED

Part 2

Script: NIGEL KITCHING & RICHARD ELSON
Art: RICHARD ELSON Lettering: ELITTA FELL

WHEN CAPTAIN PLUNDER'S PRESS GANG CAPTURED PROCTOR SPECKLE, THEY GOT MORE THAN THEY BARGAINED FOR!

HEY, SPECKLE'S BACK... BUT HE SEEMS DIFFERENT SOMEHOW...

YOU IDIOT, SIMPSON, HE'S TURNED INTO SOME KIND OF MONSTER!*

* BY DRINKING HIS TRANSFORMING SERUM - Megadroid.

ATTACK, YA SCURVY SWABS! SHOW HIM WHY CAPTAIN PLUNDER'S PIRATES ARE THE MOST FEARED ON THE HIGH SEAS!

YOU TOO, FILCH, YA COWARDLY SEA SLUG!

BUT, CAP'N, IT'S LIKE I KEEP TELLIN' EE. I'M A GHOST, YOU KILLED ME YOURSELF!



PACK IT IN,
SIMPSON!

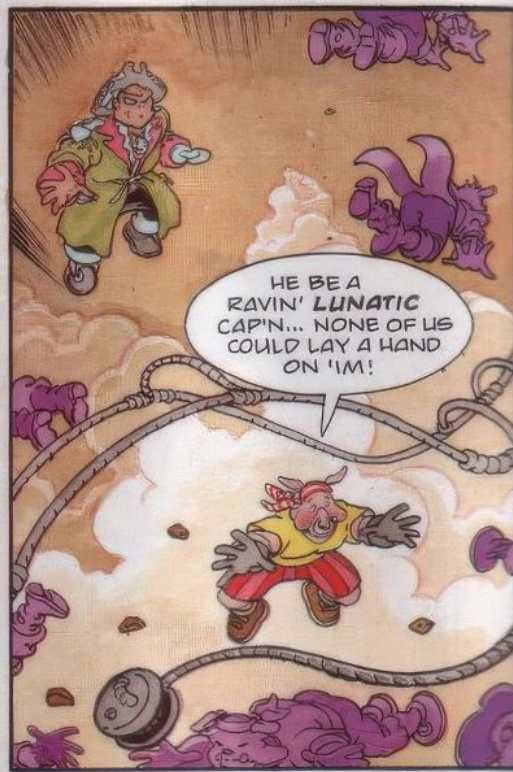
RIP 'IM
APART MATES!
I'LL USE HIS LUNGS
AS A TEA
COSY!



I'LL...
WHA?



I... DON'T
BELIEVE
IT!



HE BE A
RAVIN' LUNATIC
CAP'N... NONE OF US
COULD LAY A HAND
ON 'IM!



THAT BE
ME WHOLE CREW HE'S
CLOBBERED... SO WHO'S
HE HITTING NOW?



BOY, HE
MUST REALLY
HATE THAT
SHARK!

TOMMY-
ROT, Y' STUPID CAT!
SHARKS FROM THESE
WATERS IS
NOTORIOUSLY TOUGH
EATIN'!



I WAS JUST
TENDERISING THE
BLIGHTER!



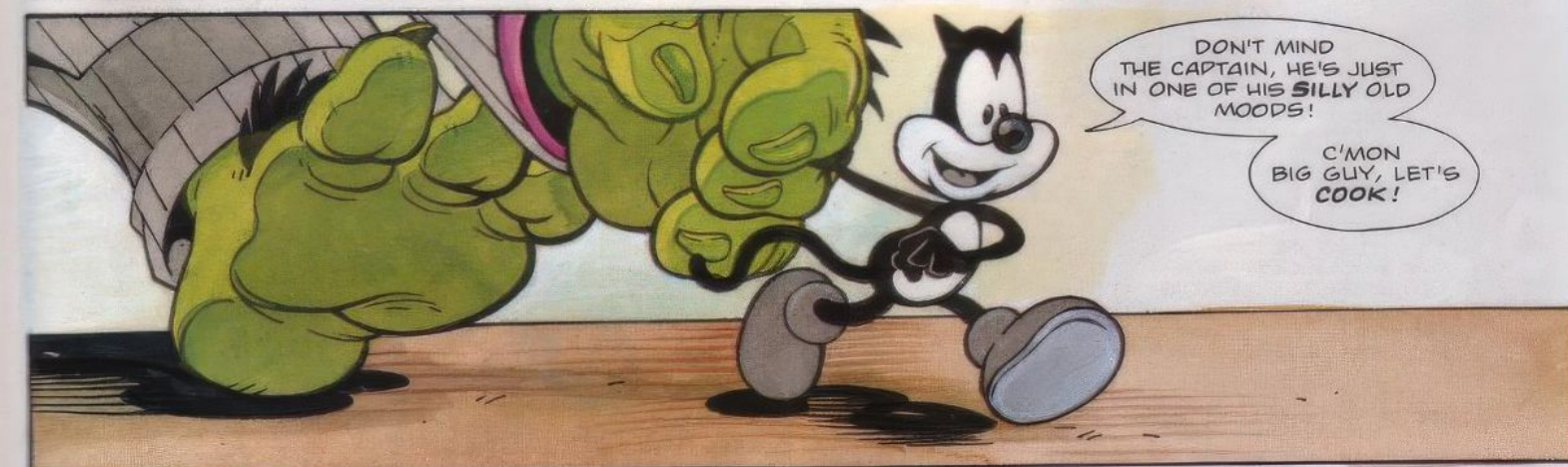
SHOW
ME TO YER GALLEY,
CAPTAIN. LET'S GRILL
THIS FISH BEFORE IT
STARTS SMELLIN' AS
BAD AS PROCTOR
SPECKLE!



HOLD ON...
I THOUGHT YOU
WERE PROCTOR
SPECKLE?

DON'T
CALL ME THAT!
I'M MR FRY, YOU
UNDERSTAND
...FRY...FRY...
FRY!

PIPE
DOWN MATEY...
I DO ALL THE
SHOUTING ON
THIS SHIP!



DON'T MIND
THE CAPTAIN, HE'S JUST
IN ONE OF HIS **SILLY** OLD
MOODS!

C'MON
BIG GUY, LET'S
COOK!





Decap Attack

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

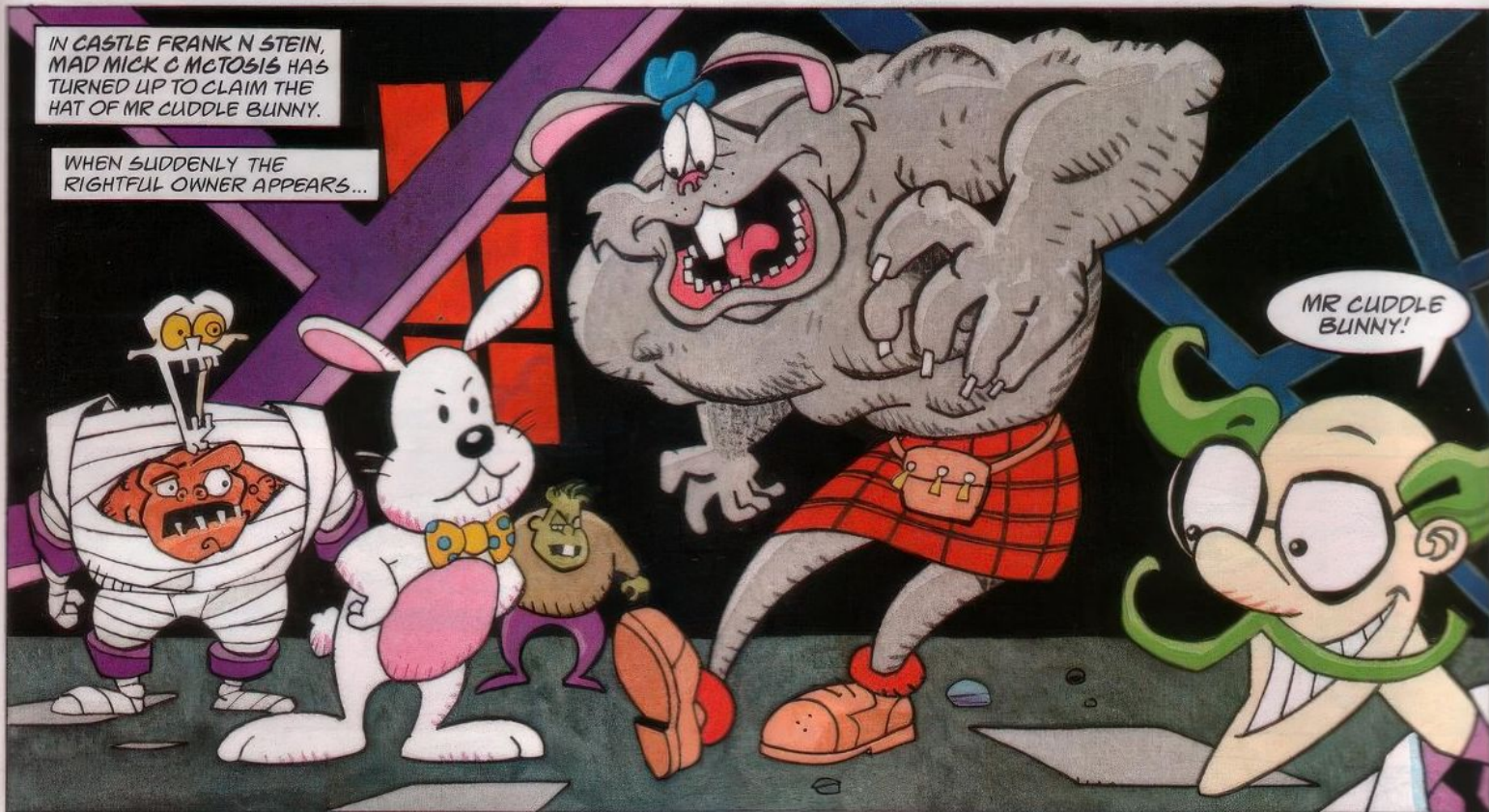
ART:
NIGEL KITCHING

LETTERING:
ELLIE DEVILLE

Part 2

IN CASTLE FRANK N STEIN,
MAD MICK C MCTOSIS HAS
TURNED UP TO CLAIM THE
HAT OF MR CUDDLE BUNNY.

WHEN SUDDENLY THE
RIGHTFUL OWNER APPEARS...



I'VE NEVER KNOWN SUCH
NAUGHTY BEHAVIOUR.
I'LL MAKE A NICE CUP
OF COCOA, THEN WE CAN
SIT DOWN AND TALK ABOUT
THIS LIKE SENSIBLE
BUNNIES.

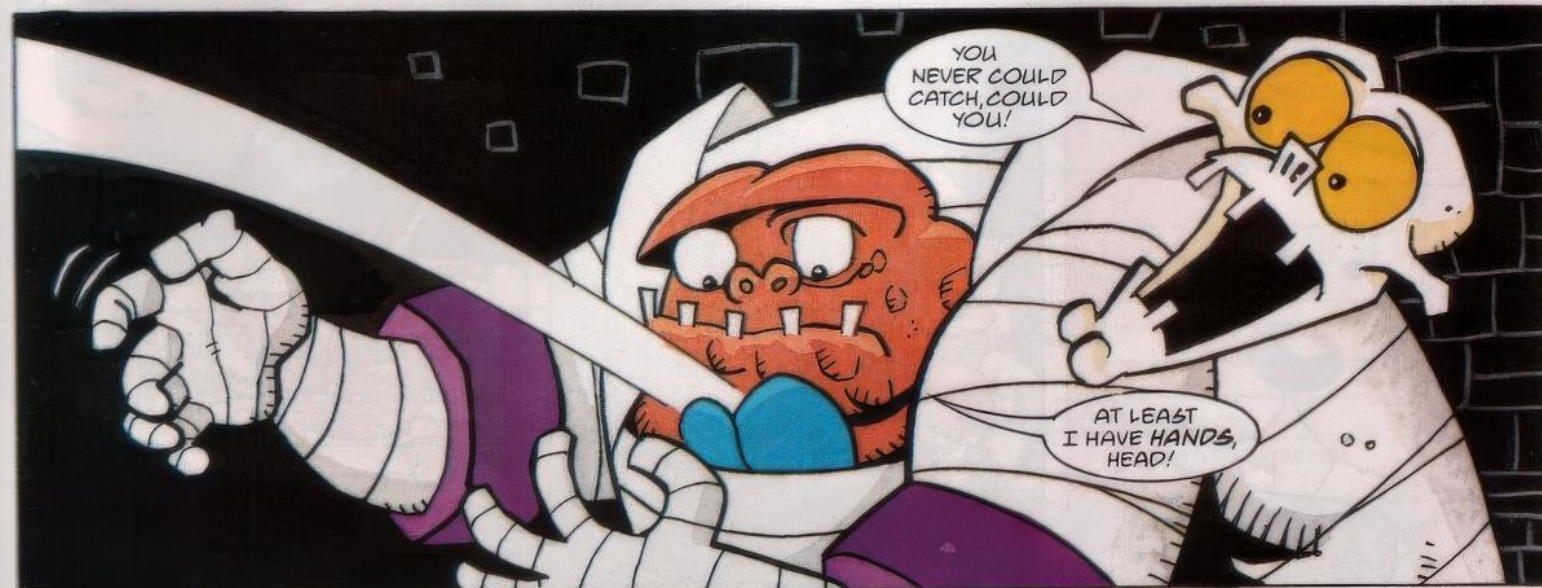
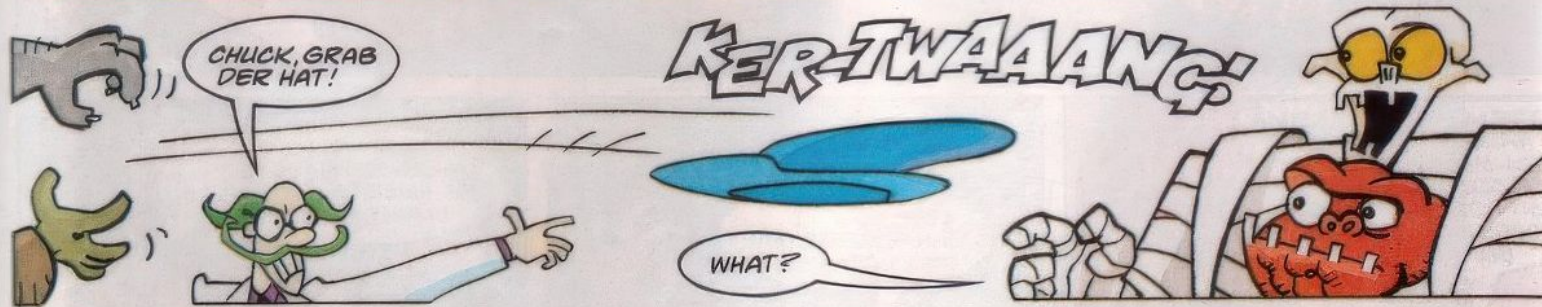


OCH NO!
KEEP AWAY... I
CANNAE ABIDE THAE
MILKY DRINKS!

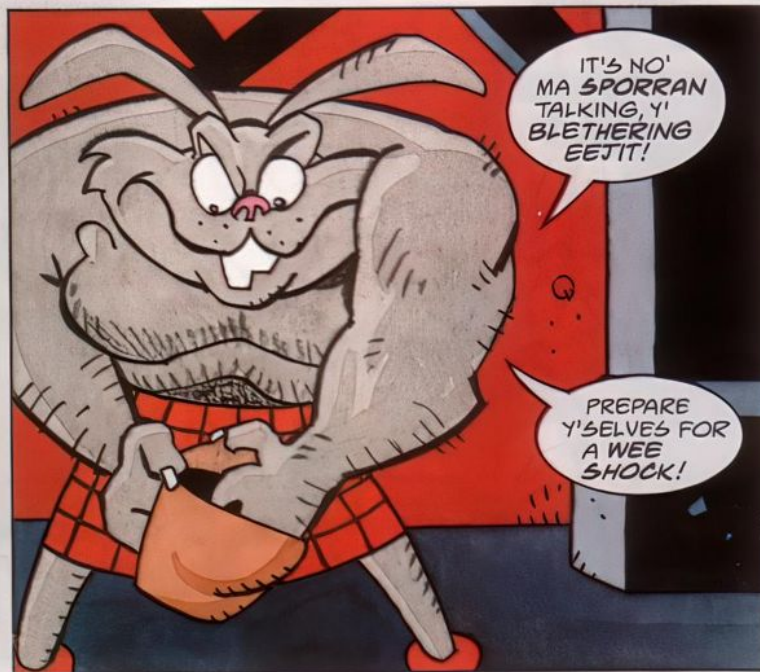
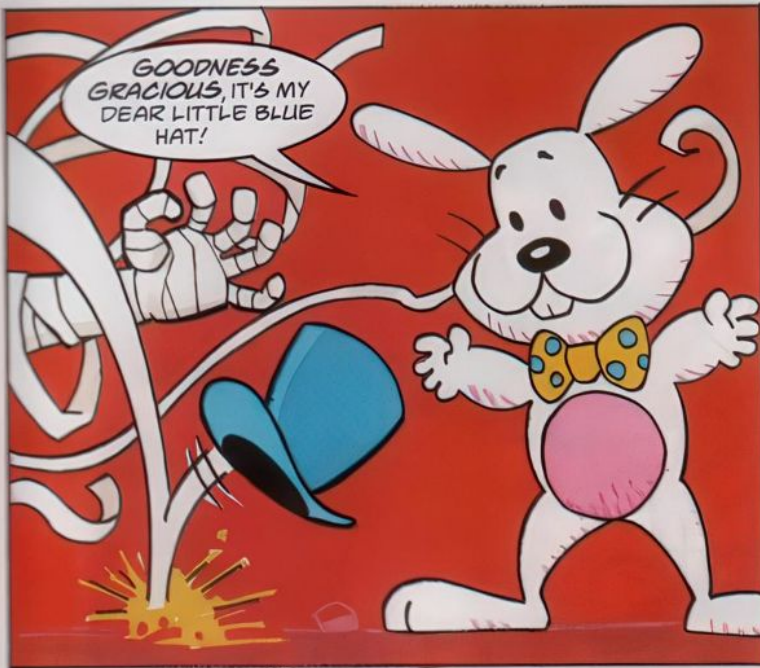


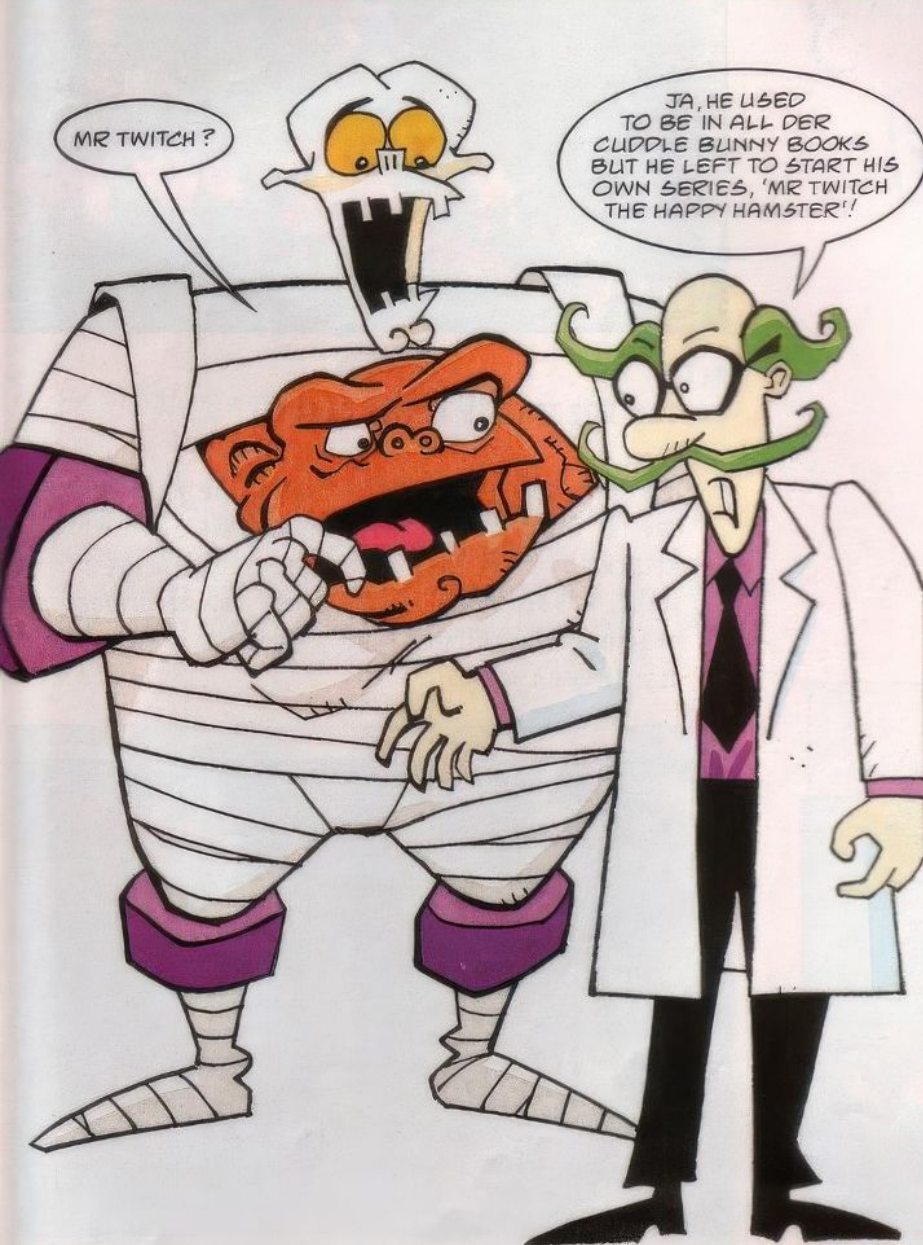
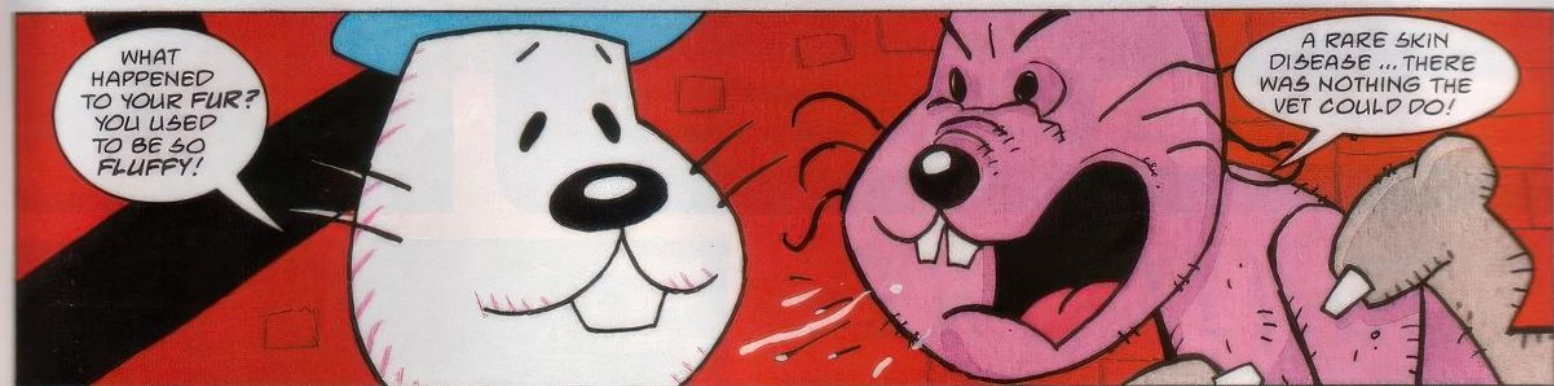
STOP HIM!
WHOEVER WEARS DER
HAT, INHERITS DER CUDDLE
BUNNY FORTUNE!











NEXT ISSUE: "Hats off Mr Cuddle Bunny!"



ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

THE BOSSES

ANGEL ISLAND ZONE



ACT 1 DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse - so make sure Sonic isn't standing on it!





- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.

ACT 2

DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.
- He will then move over to the left.
- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb, leap up and left to hit him and when you land, jump to hit him again.



- He will disappear behind the water and go across to the right.
- Again, move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.
- A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.
- If you should lose a life and have to restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.
- Once Sonic has freed his pals, move him onto the bridge.



Next issue: How to drench those Hydrocity bosses!

THE PLACE: CITADEL ROBOTNIK IN THE METROPOLIS ZONE!
THE TIME: TWO MONTHS AGO - WHEN DOCTOR ROBOTNIK
FIRST HEARD THAT SONIC WAS TRAPPED IN THE SPECIAL
ZONE...

NOOOO!
HOW COULD LIFE BE
SO UNFAIR?

I ALWAYS HAVE
THE BEARER OF BAD
NEWS TURNED INTO A
BADNIK! TROOPER!
TAKE THE MONKEY
WRETCH AWAY!

EEK!

I DON'T UNDERSTAND!
I THOUGHT YOU'D BE
PLEASED THAT SONIC
IS NO LONGER ON
PLANET MOBIUS!

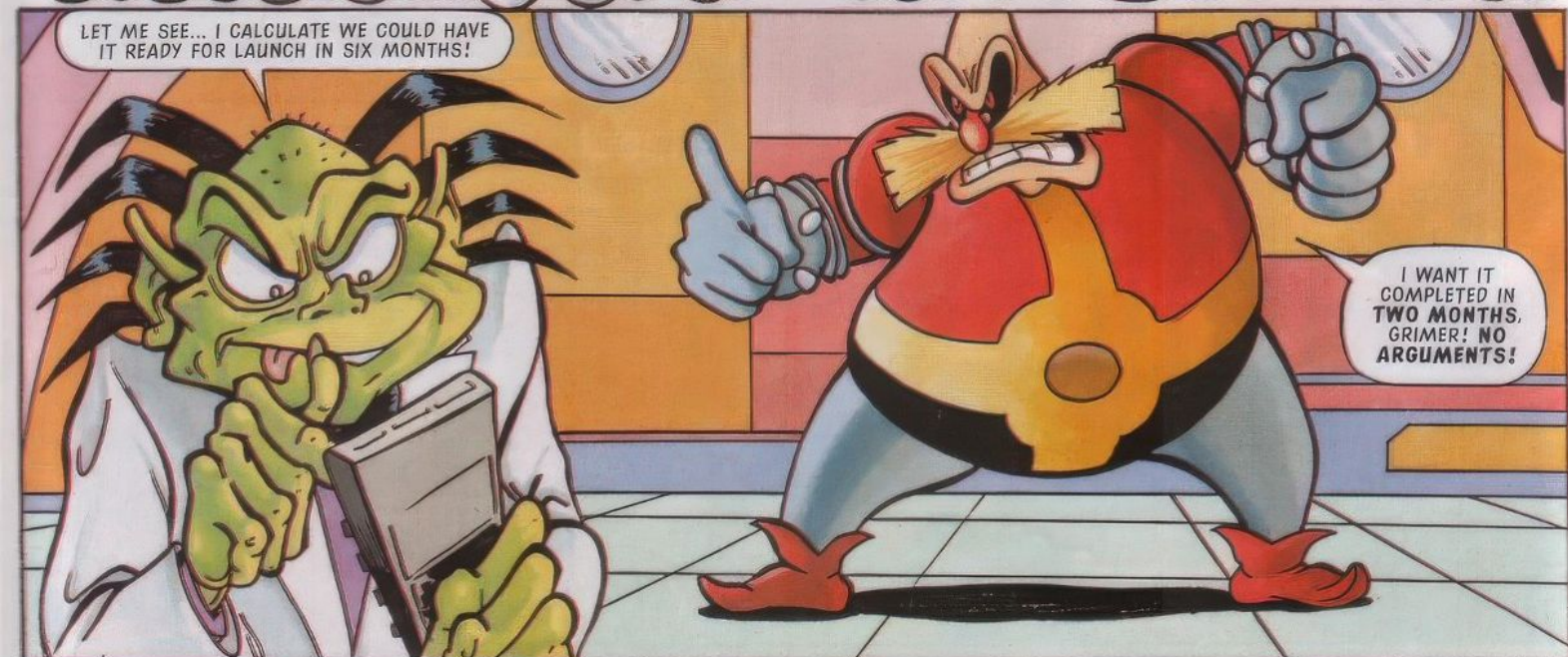
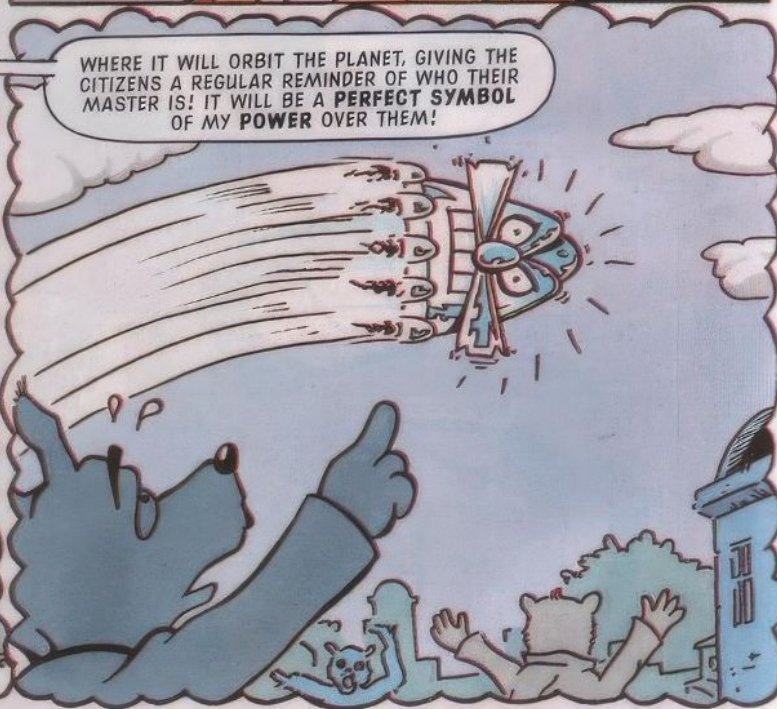
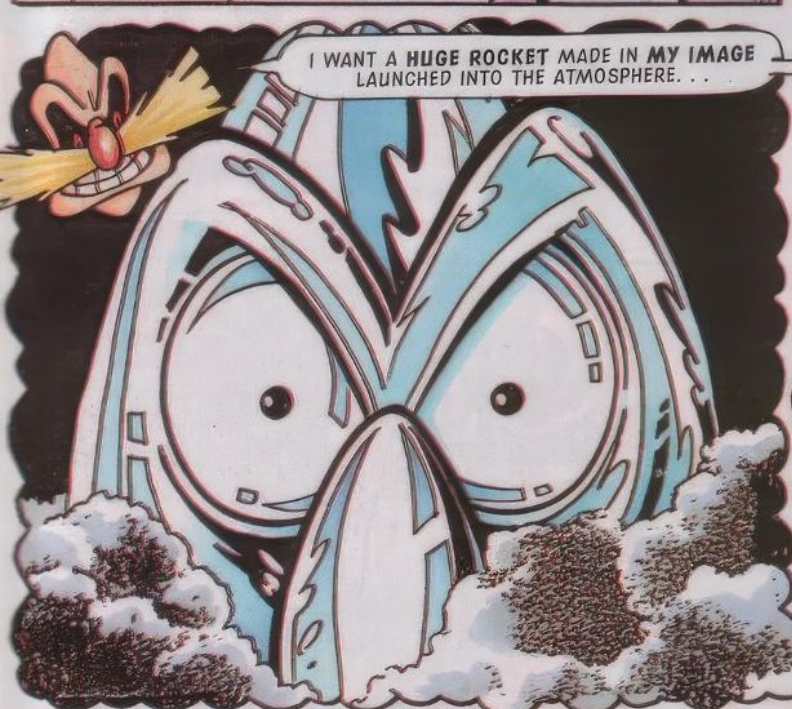
I AM PLEASED. . . BUT I'M ALSO
ANGRY BECAUSE I WASN'T THE
ONE WHO GOT RID OF HIM!

SONIC'S WORLD

HEAD IN THE CLOUDS

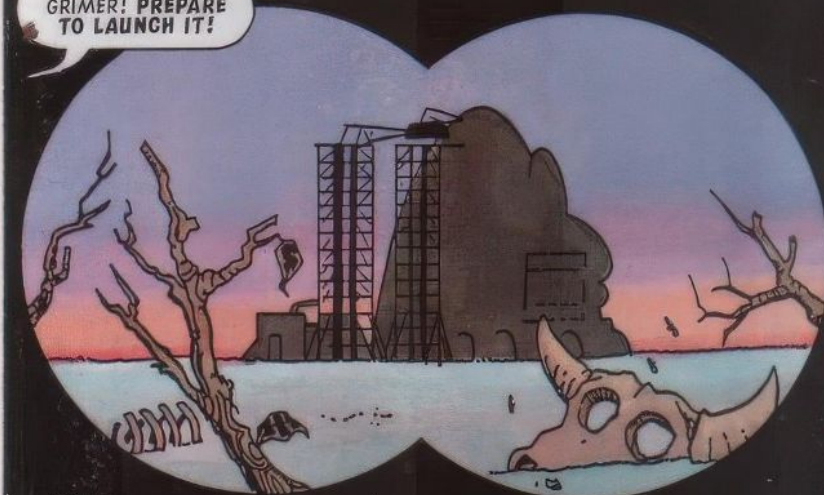
COMPLETE
STORY

Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME



EXACTLY TWO MONTHS LATER...

EGGSELLENT,
GRIMER! PREPARE
TO LAUNCH IT!

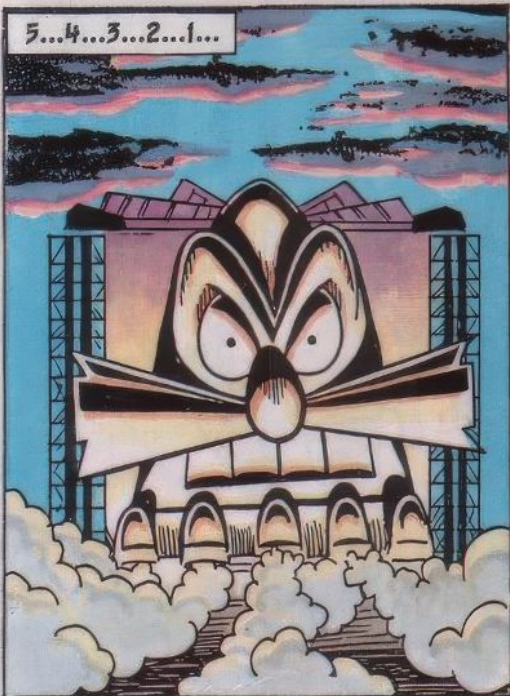


WE MAY
NEED FURTHER
TESTS TO...

NO DELAYS!
BEGIN THE
COUNT-DOWN!

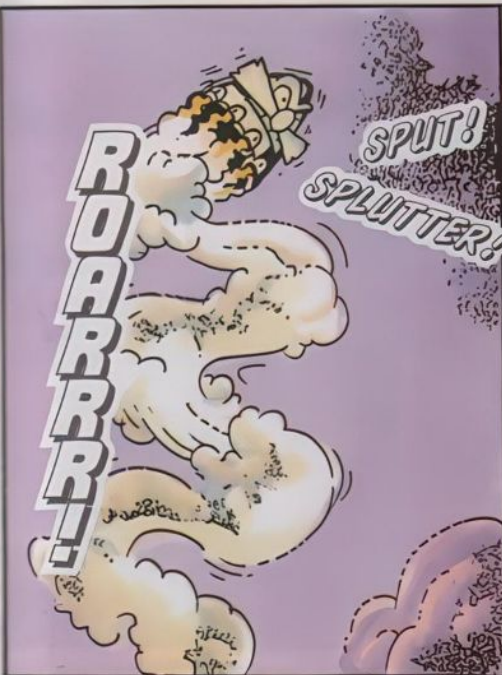


5...4...3...2...1...



WE HAVE LIFT OFF!









SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

ON THE BANDWAGON!

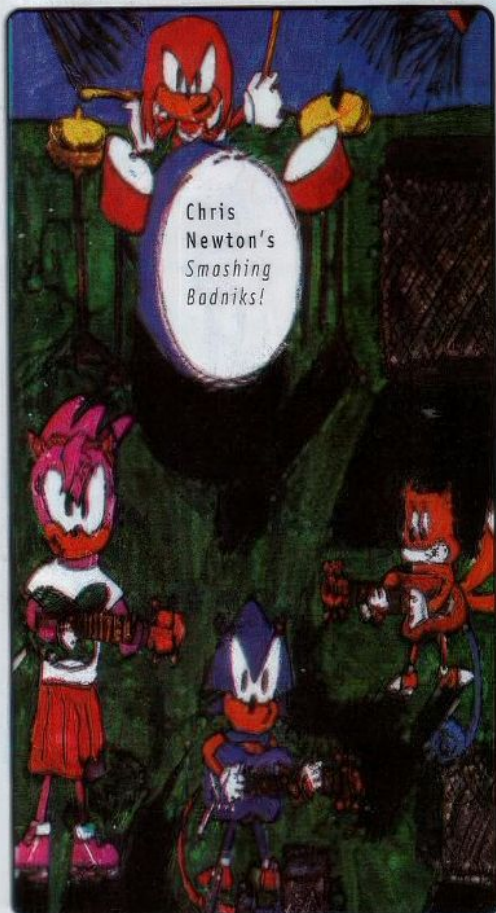
Dear Megadroid,

Hope you like my drawing of the Mobian versions of my favourite bands (see below). These include The Smashing Badniks from the Smashing Pumpkins, and Super Spin Attack from Massive Attack.

Chris Newton, Patchway, Bristol.
Sega Mega Hog Tag Winner.



What a hip Boomer you are, Chris (the humes around here are so old they even remember Siouxi and the Badniks!).



EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



ELSON'S COLUMN!

Dear STC,

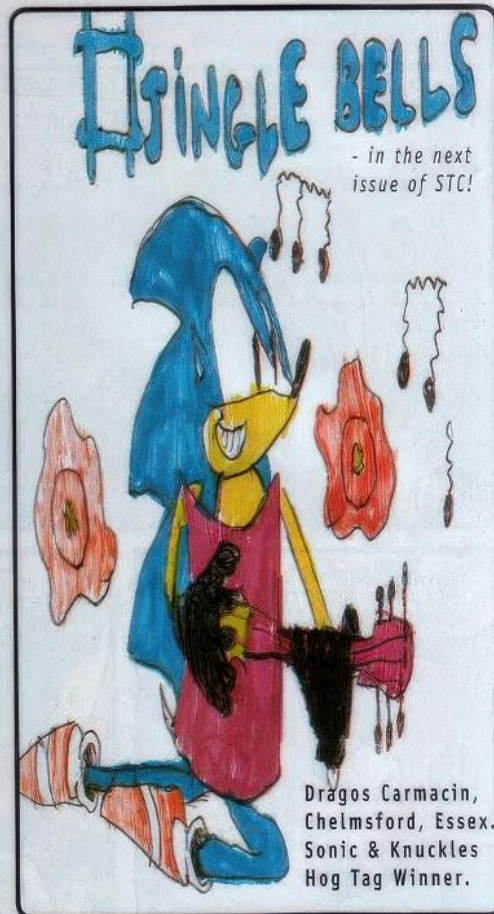
I thought I'd let you know that Amy is my favourite character and Richard Elson is my favourite comic artist. I really admire his drawings which sparked off my interest in comic strips - they have also inspired me to become a comic artist too.

Sara Adamson, Lanarkshire, Scotland.

Sonic & Knuckles Hog Tag Winner.



You're in danger of making an old man very happy, Sara!



Dragos Carmacin,
Chelmsford, Essex.
Sonic & Knuckles
Hog Tag Winner.

UNEASY RIDERS!

Dear Megadroid,

How much does Segaworld cost and does it have rides for people who get sick easily?
Steven Neale, Loughborough, Leic. MD owner.

Sega Mega Hog Tag Winner.



Entry to the world's largest indoor theme park (see STC 79), will cost £9.00 for you

Steven, and £12.00 for adult-humes. Discounts are available for group bookings of 15 people or more if booked in advance.

NEXT ISSUE THINK FESTIVE!



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DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME

ADDRESS

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS

.....

BAND/SINGER IS

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 92

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

